

## **ABSTRACT OF THE DISCLOSURE**

A system and method for accessing storage devices attached to a stateless client. In one embodiment, the system may include a server configured to execute an application and a stateless client coupled to the server, whereby a user interacts with the application. The system may further include a storage device locally coupled to the stateless client, where the storage device is accessible by the user via the server. In various specific implementations of the system, the storage device may be a solid-state mass storage device or a mass storage device employing magnetic or optical media. In another specific implementation of the system, the storage device may be locally coupled to the stateless client via an interface such as Universal Serial Bus (USB) or IEEE 1394 (e.g. FireWire).